Flight:

Pilot	Call Sign	Side #	Freq	Role	T/O Time	тот	End Vul
Mike-Mike	Hellcat 1-1	005	260	CAS	06:30	06:45	07:40
Noble	Hellcat 1-2	053	260	CAS	06:20	06:45	07:40

Loadout:

7 6 5 4B 4A 3 2 1

Station 7	GBU-12	Station 4B	GAU-12	Station 3	FUEL
Station 6	M282 MPP APKWS	Ammo	SAPHEI-T	Station 2	M282 MPP APKWS
Station 5	FUEL	Station 4A	TARGET POD	Station 1	GBU-12

Fuel	11,764 LB
Gross Weight	29,943 LB

Countermeasure Bins:

Top Front Left	30 Chaff
Top Front Right	30 Chaff
Top Rear Left	30 Flare
Top Rear Right	30 Flare
Bottom Left	30 Flare
Bottom Right	30 Flare

Weather:

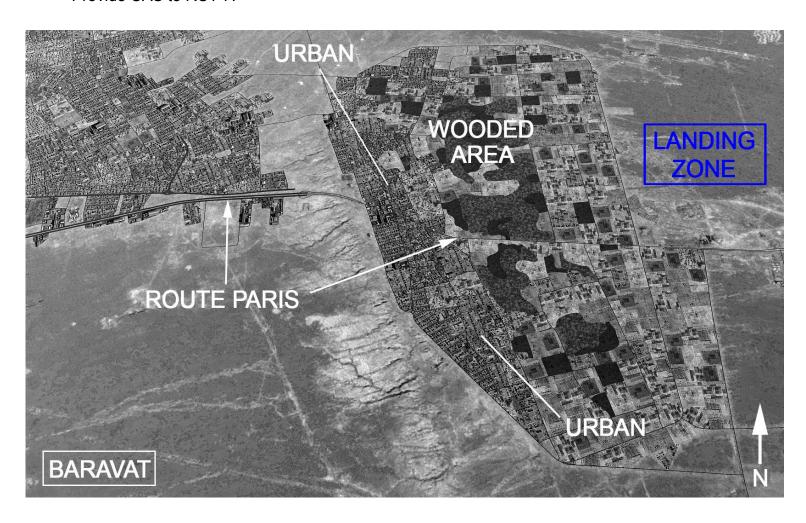
Clouds	Wind	Temperature	Precipitation
Scattered 15,000 ft Scattered/Broken 21,000 ft	300 @ 6Kn GL 025 @ 10Kn 6600 ft 195 @ 15Kn 26000 ft	14°C	N/A

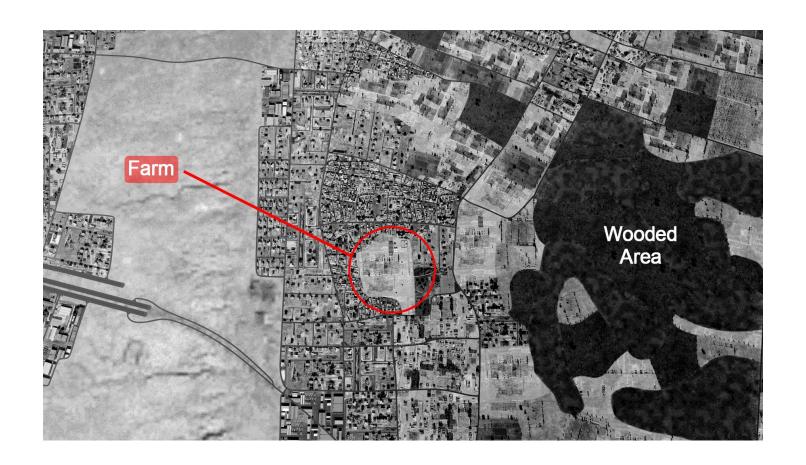
Mission Support:

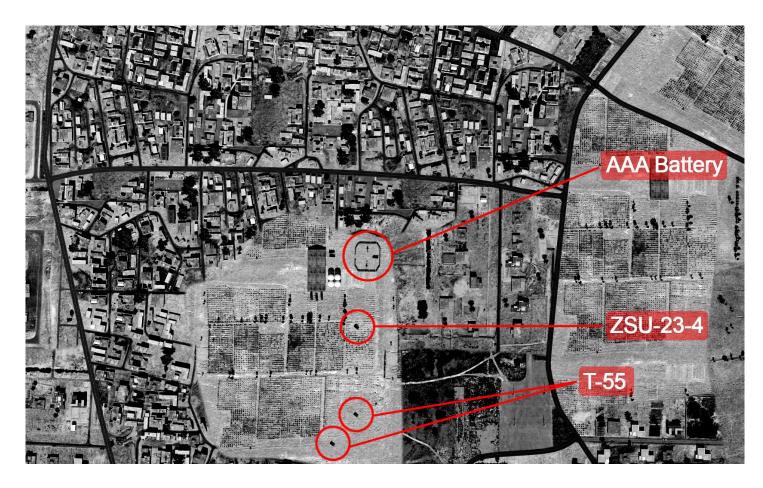
Call Sign	Туре	Frequency	Role	Notes
Chieftain	C-130	291.5	DASC	
Steel Rain	Ground	181.6	FFCC	
Reaper 2-2	F/A-18	271.7	CAP	
Spartan 2-1	E/A-18	372.0	EW	
Reaper 3-1	F/A-18	381.7	SEAD	

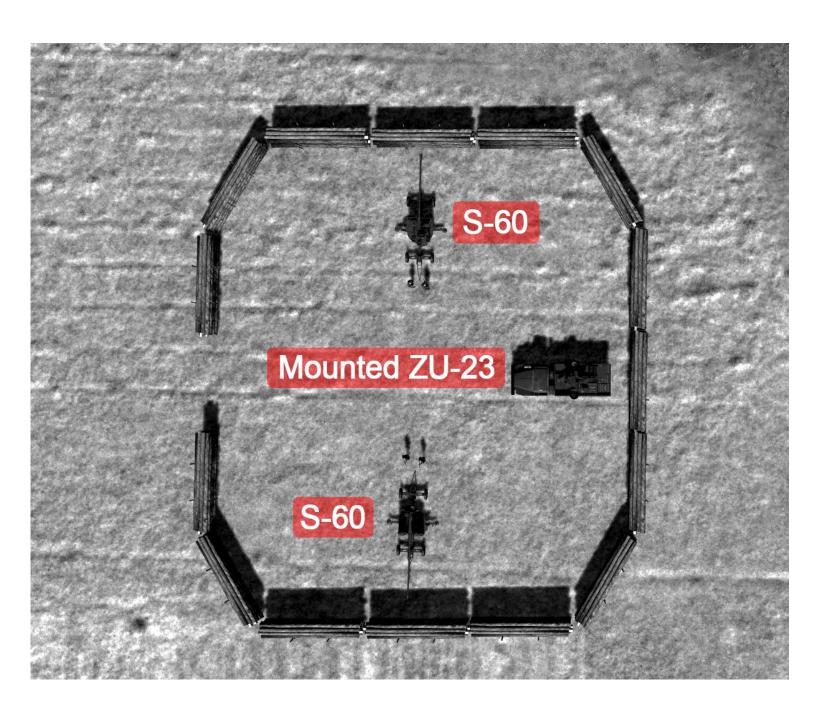
Mission:

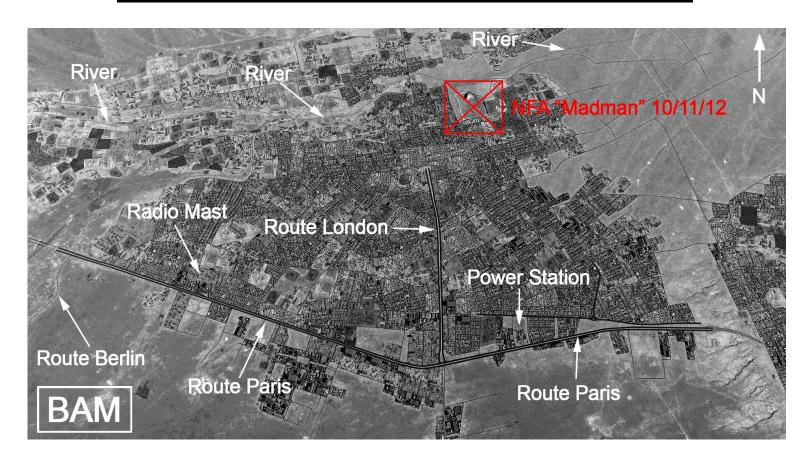
- Eliminate S-60, ZU-23 and ZSU-23-4 located at waypoint 4 ahead of Hunter's TOT of 06:55.
- Provide CAS to RCT 7.

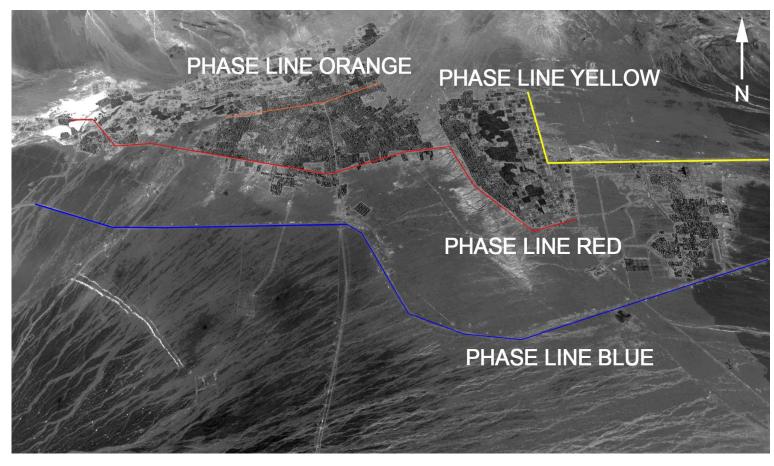






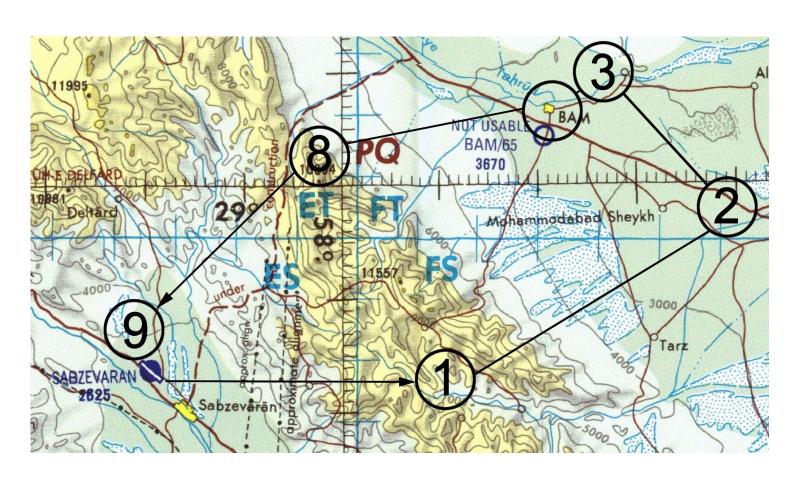






Flight Plan:

Waypoint	Alt (Ft MSL)	Mach	Notes
1	25	0.7	RV flight
2	25	0.7	Hold for EW & SEAD - TOT 06:40
3	15	0.7	IP
4			Target
5			Bam Citadel
6			Power Station
7			Radio Mast
8	25	0.7	Egress
9			Land FOB Juliet
			BULLS N29°30′55″, E57°16 '24″





Fuel Plan:

Stage	Notes	Target Fuel Ib
STARTING FUEL		11764
WP1	25Kft @ M0.7	10164
WP2	25Kft @ M0.7	9816
WP3	25Kft @ M0.7	9648
WP8	25Kft @ M0.7	2048
WP9	LAND	1868
Bingo		2300

Radio Plan:

4	Juliet Ground Juliet Tower Juliet Departure Juliet Arrival Juliet Emergency Chieftain Steel Rain	141.0 141.5 142.25 142.6 143.1 291.5	Juliet Ground Hellcat 1 Reaper 2-2 Wolf 5-1 Sandman 1 Sandman 5	141.0 260.0 284.4 267.0 301.2 310.1
3 3 4 5 5	Juliet Departure Juliet Arrival Juliet Emergency Chieftain Steel Rain	142.25 142.6 143.1 291.5	Reaper 2-2 Wolf 5-1 Sandman 1	284.4 267.0 301.2
5 5	Juliet Arrival Juliet Emergency Chieftain Steel Rain	142.6 143.1 291.5	Wolf 5-1 Sandman 1	267.0 301.2
5 5	Duliet Emergency Chieftain Steel Rain	143.1 291.5	Sandman 1	301.2
	Chieftain Steel Rain	291.5		
6	Steel Rain		Sandman 5	7101
		171 6		310.1
7	. 1	131.0	Sandman 7-1	226.4
8	Iceman	185.7	Sandman 7-2	229.0
9	Fixer	189.0	Sandman 7-3	234.2
10	Madman 6	193.2	Black	329.8
11	Madman 1	194.6	White	266.8
12	Madman 2	197.9	Red	312.0
13	Madman 3	198.6	Orange	355.2
14	Cyclops 1	271.7	Yellow	231.4
15	Cyclops 2	305.2	Green	388.7
16	Spartan 2-1	372.0	Blue	251.5
17	Reaper 3-1	381.7	Indigo	363.4
18	Hunter 1	157.2	Violet	200.6
19	Reaper 5-3	312.7	Magenta	391.1
20	Reaper 4-2	313.2	Grey	241.3
21	Reaper 6-4	319.1	SPARE	
22	SPARE		SPARE	
23	SPARE		SPARE	
24	SPARE		SPARE	
25	SPARE		SPARE	
26	SPARE		SPARE	

Threats:

HQ-7	
Guidance Type	Semi active radar homing
Acquisition Range	16 nm
Max Engagement Range	6 nm
Max Ceiling	17,000 Ft MSL
Missile Mach	2.3
Warhead Type	Frag HE
Fuzing	Proximity
RWR Symbology	HQ (SR), 7 (Weapons guidance)
Notable Features	Self propelled, Chinese built low altitude SAM system.
	Typical battery configuration 1 x search radar vehicle, 3 x launch vehicles

SA-6 'GAINFUL'	
Guidance Type	Radar, command guidance, semi active radar homing
Acquisition Range	40 nm
Max Engagement Range	15 nm
Max Ceiling	40,000 Ft MSL
Missile Mach	2.8
Warhead Type	130lb Frag HE
Fuzing	Proximity/contact
RWR Symbology	6
Notable Features	Semi Active Radar Homing in terminal phase.
	Missile burn time ~ 21 seconds.
	Highly mobile, can be operational within 15 minutes of relocating.
	Typical configuration - 1 x Tracked 'Straight Flush' radar vehicle, 4 x tracked TEL's carrying 3 missile apiece.

SA-8 'GECKO'	
Guidance Type	Radar, command guidance
Acquisition Range	15 nm
Max Engagement Range	6 nm
Max Ceiling	39,000 Ft MSL
Missile Mach	2.0
Warhead Type	35lb Frag HE
Fuzing	Proximity/contact
RWR Symbology	8
Notable Features	Amphibious & highly mobile.
	Missile burn time ~ 15 seconds.
	6 missile load.

SA-18 'GROUSE'	
Guidance Type	Infra-Red
Acquisition Range	Visual
Max Engagement Range	3 nm
Max Ceiling	12,000 Ft MSL
Missile Mach	1.9
Warhead Type	2.6lb Frag HE
Fuzing	Contact / Grazing
Notable Features	Man Portable Air Defence (MANPAD), highly mobile and easy to hide.
	May operate in teams of shooter/spotter, communicating over distance to ambush targets.

ZU-23 AAA	
Guidance Type	None
Acquisition Range	Visual
Max Engagement Range	1.5 nm
Max Ceiling	7,000 Ft MSL
Notable Features	Twin 23mm autocannon. Towed system, easy to relocate. Cheap and widely proliferated. Can be truck mounted for a highly mobile, low cost air defence platform. Fires HE rounds that explode on contact or at set altitude.

S-60 AAA	
Guidance Type	None
Acquisition Range	Visual
Max Engagement Range	3 nm
Max Ceiling	20,000 Ft MSL
Notable Features	Single 57mm autocannon. Capable of firing over 70 rounds per minute. Towed system, easy to relocate. Cheap and widely proliferated. Fires HE rounds that explode on contact or at set altitude.